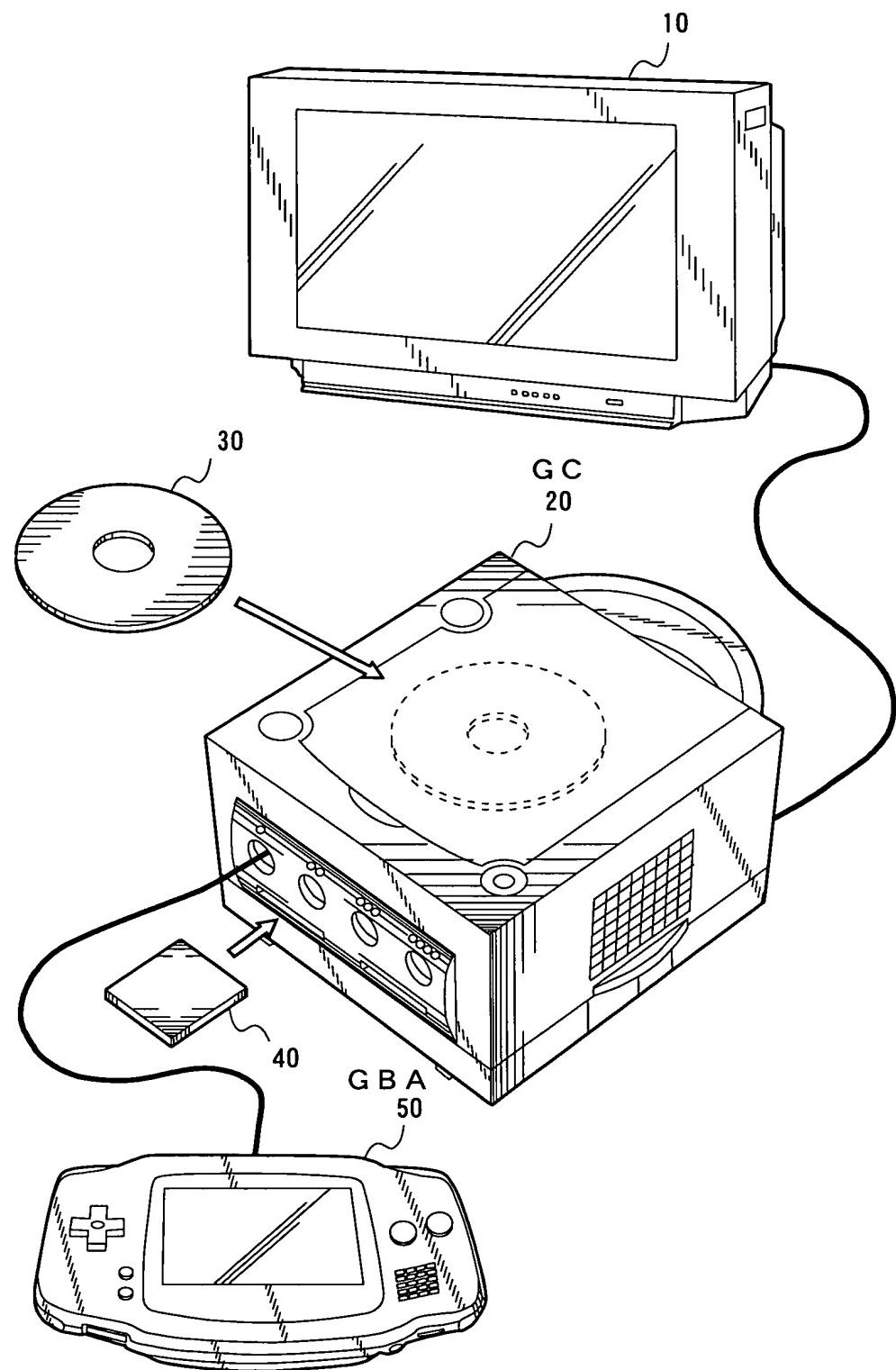
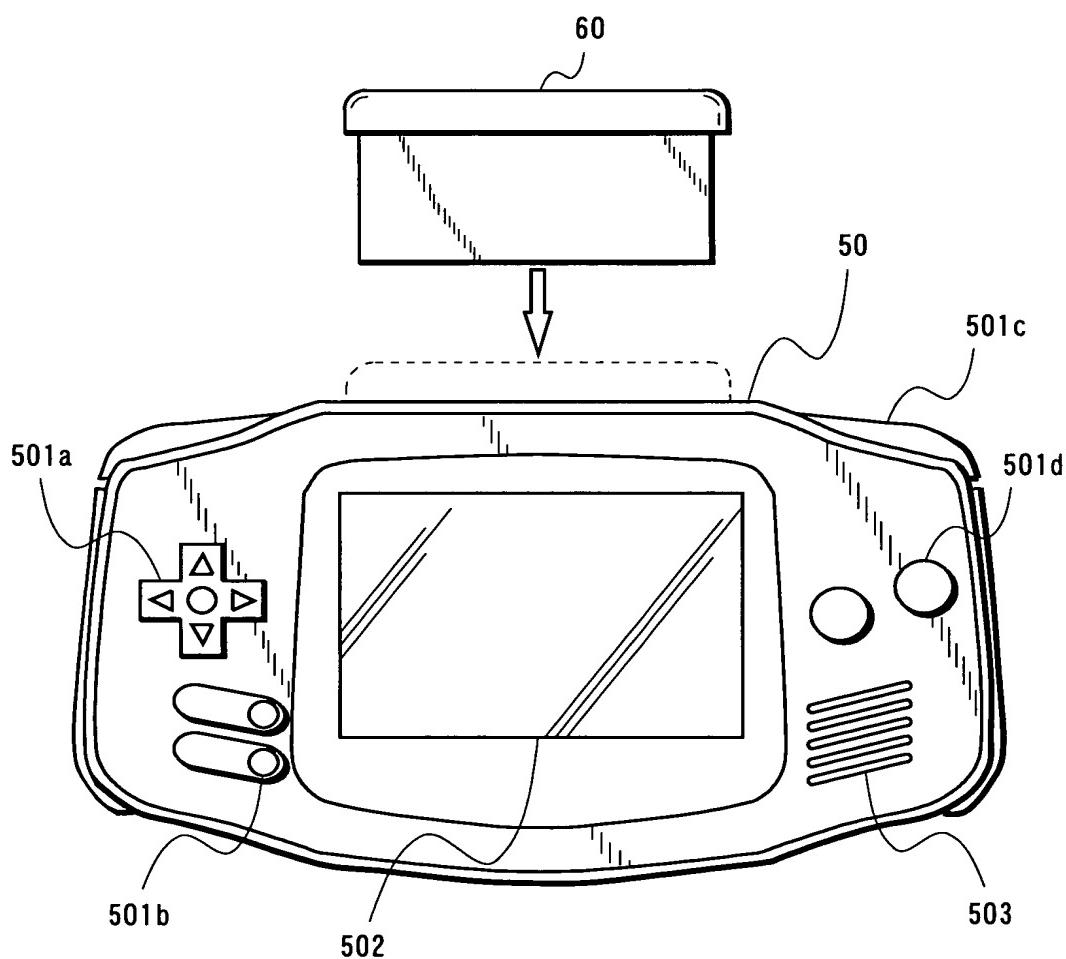


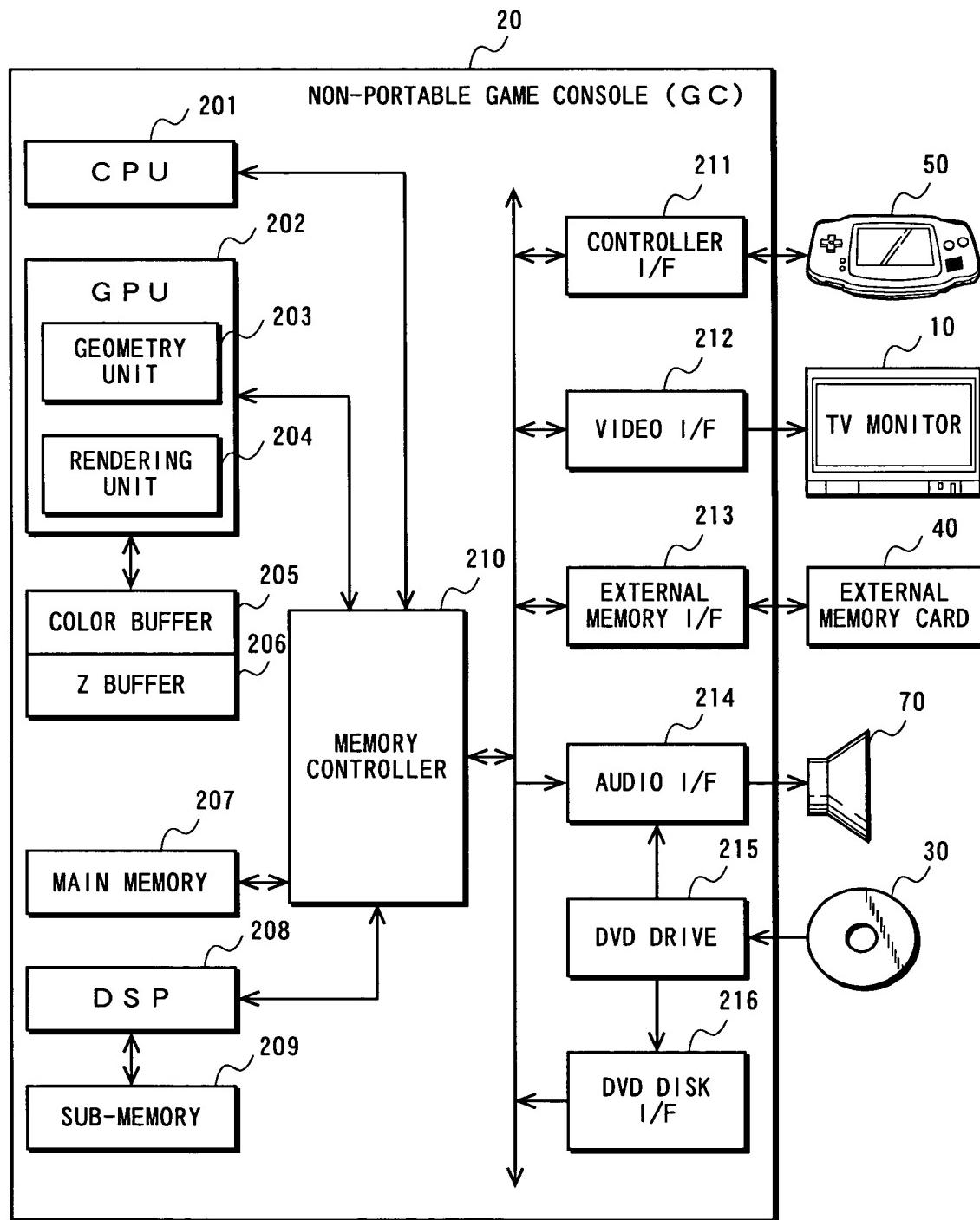
F I G. 1



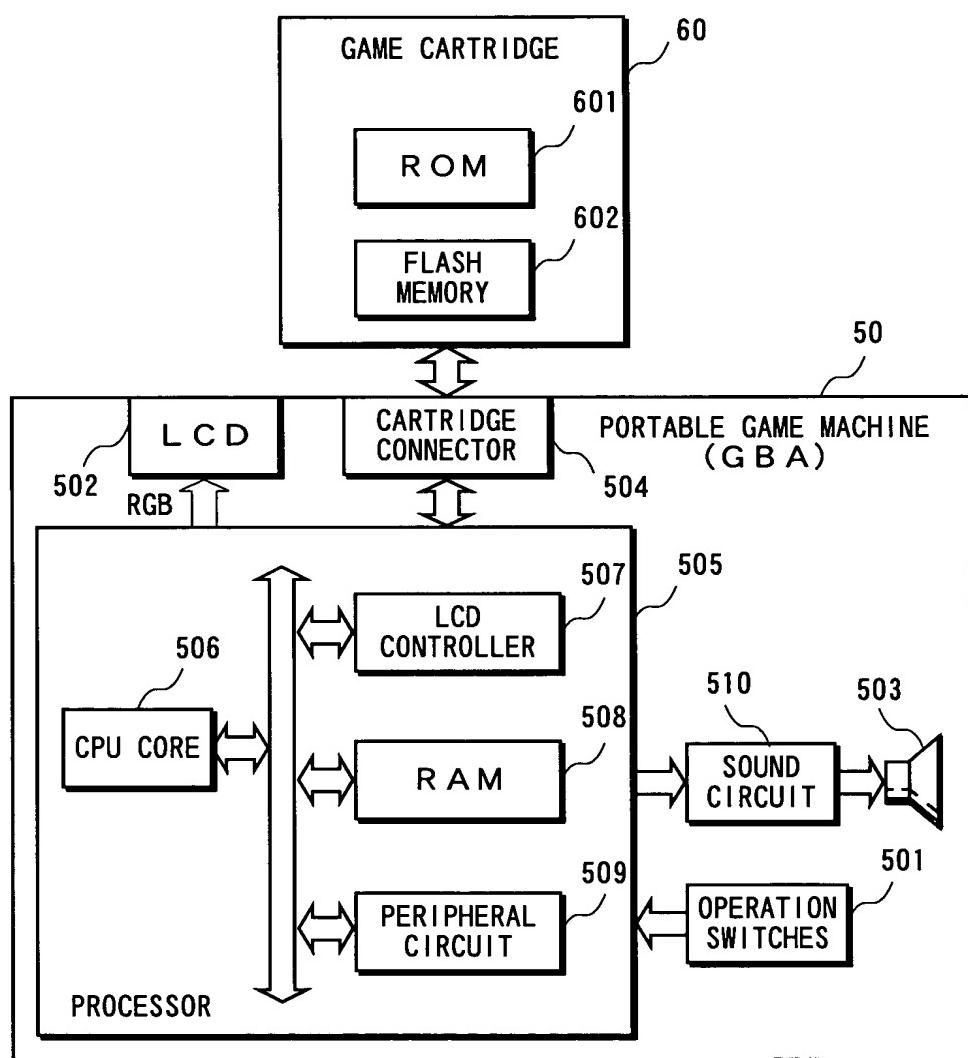
F I G. 2



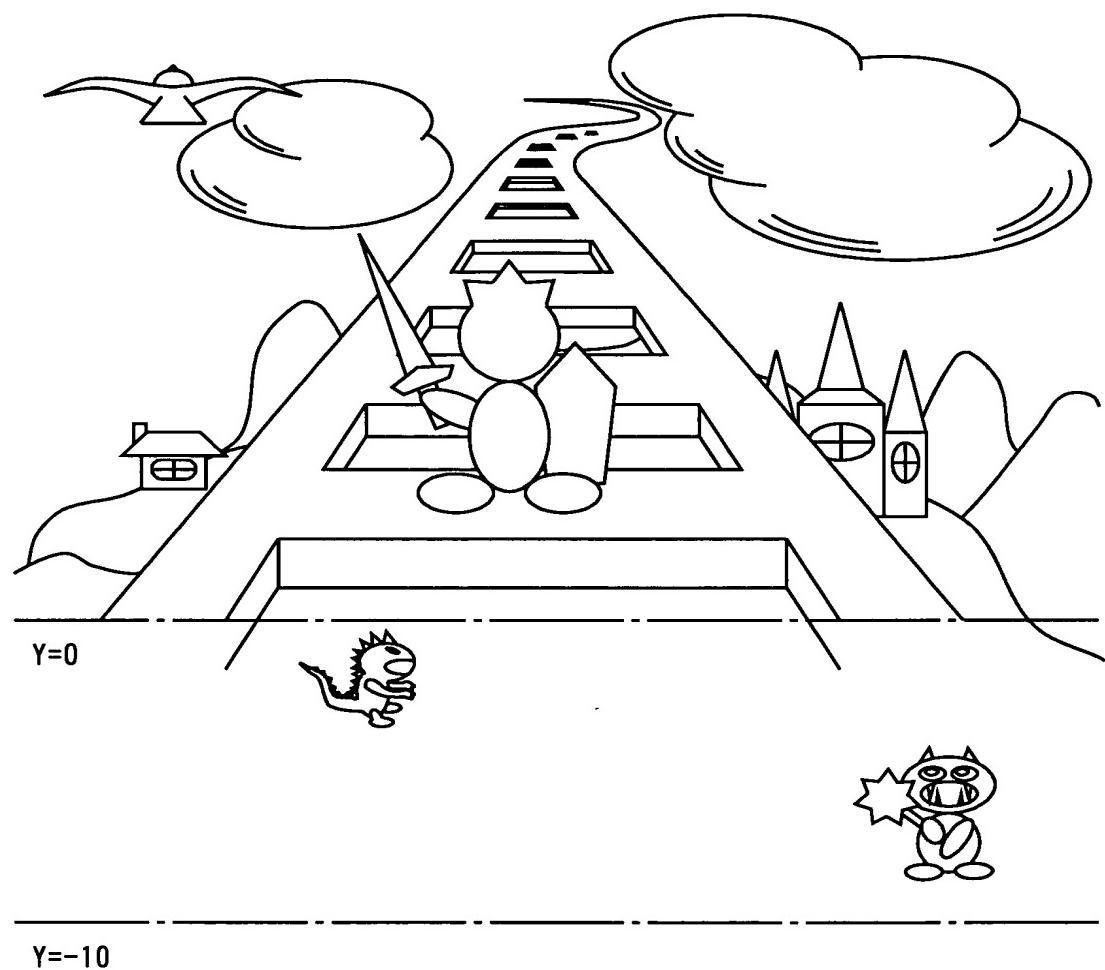
F I G. 3



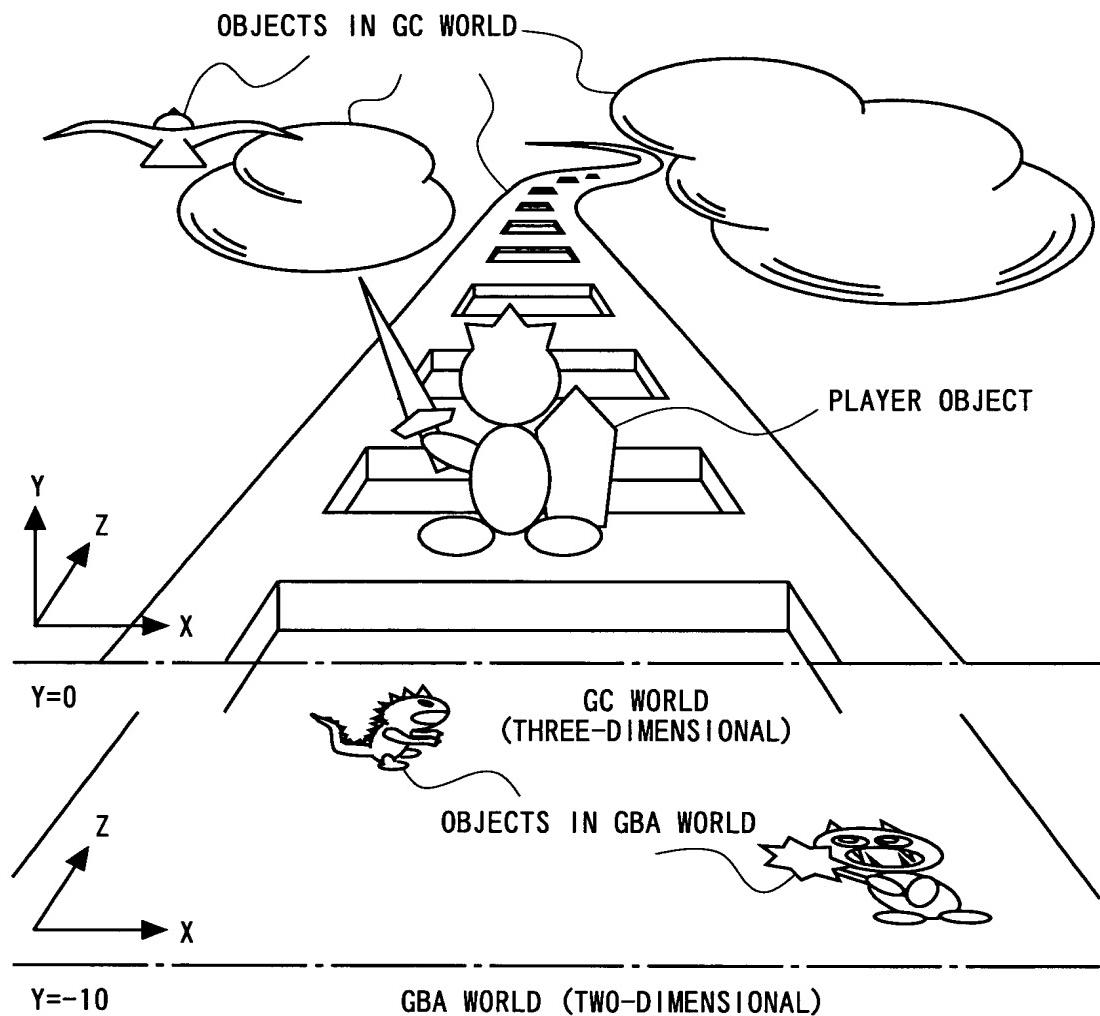
F I G. 4



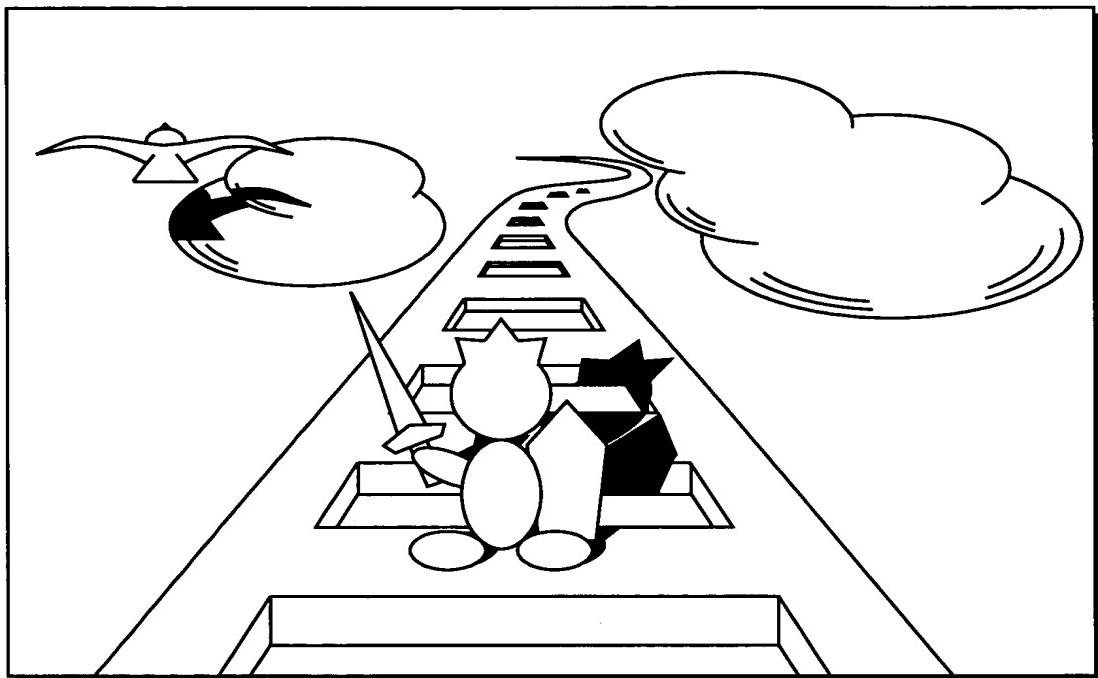
F I G. 5



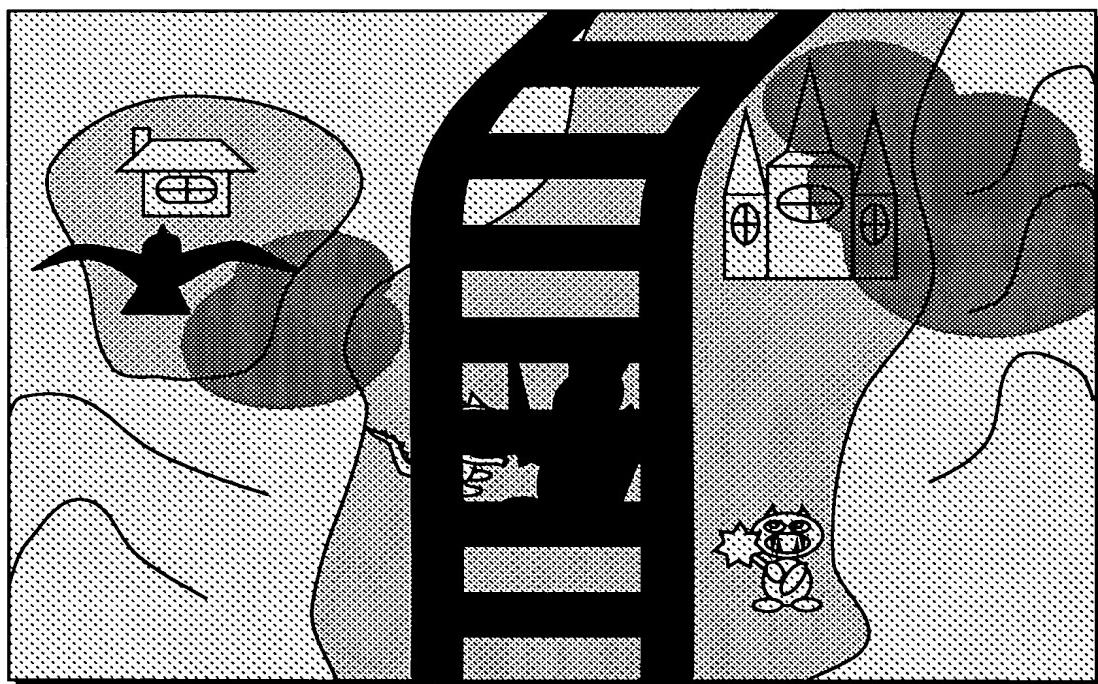
F I G. 6



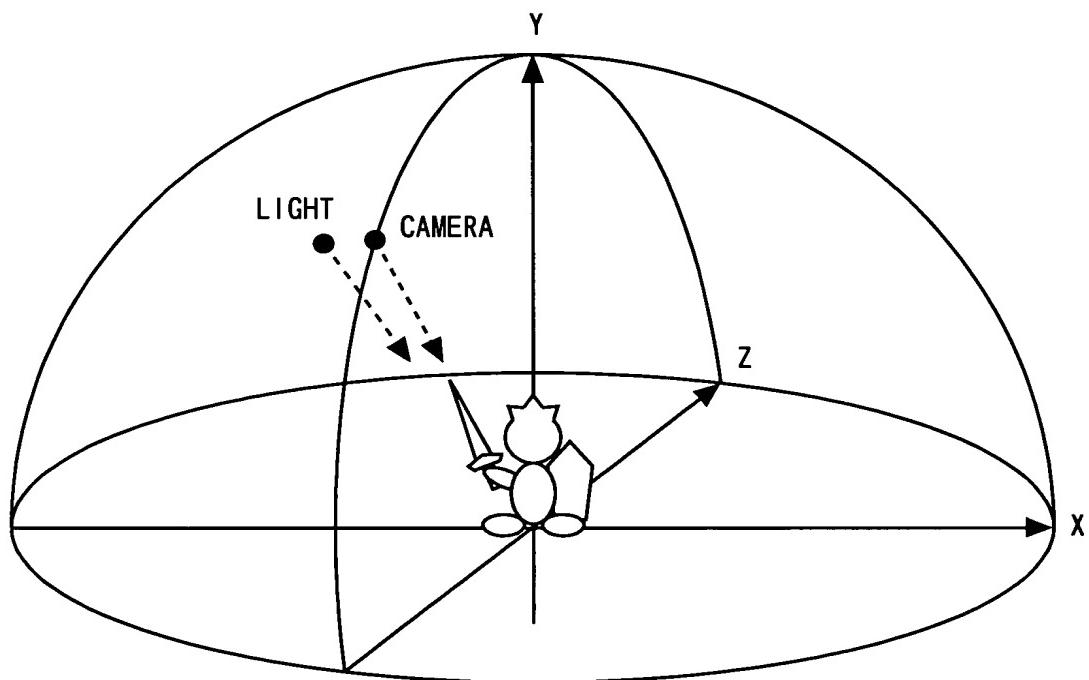
F I G. 7 A



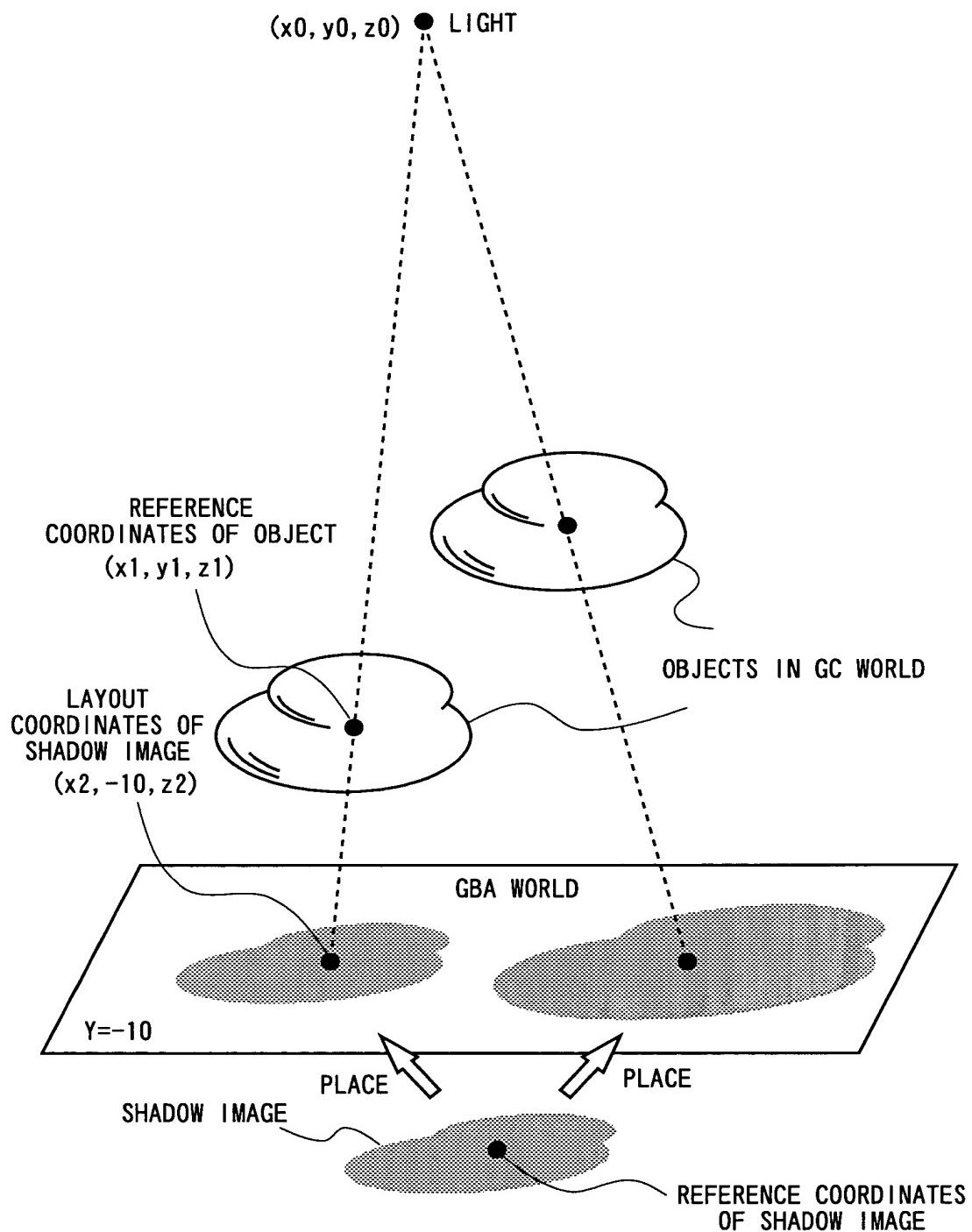
F I G. 7 B



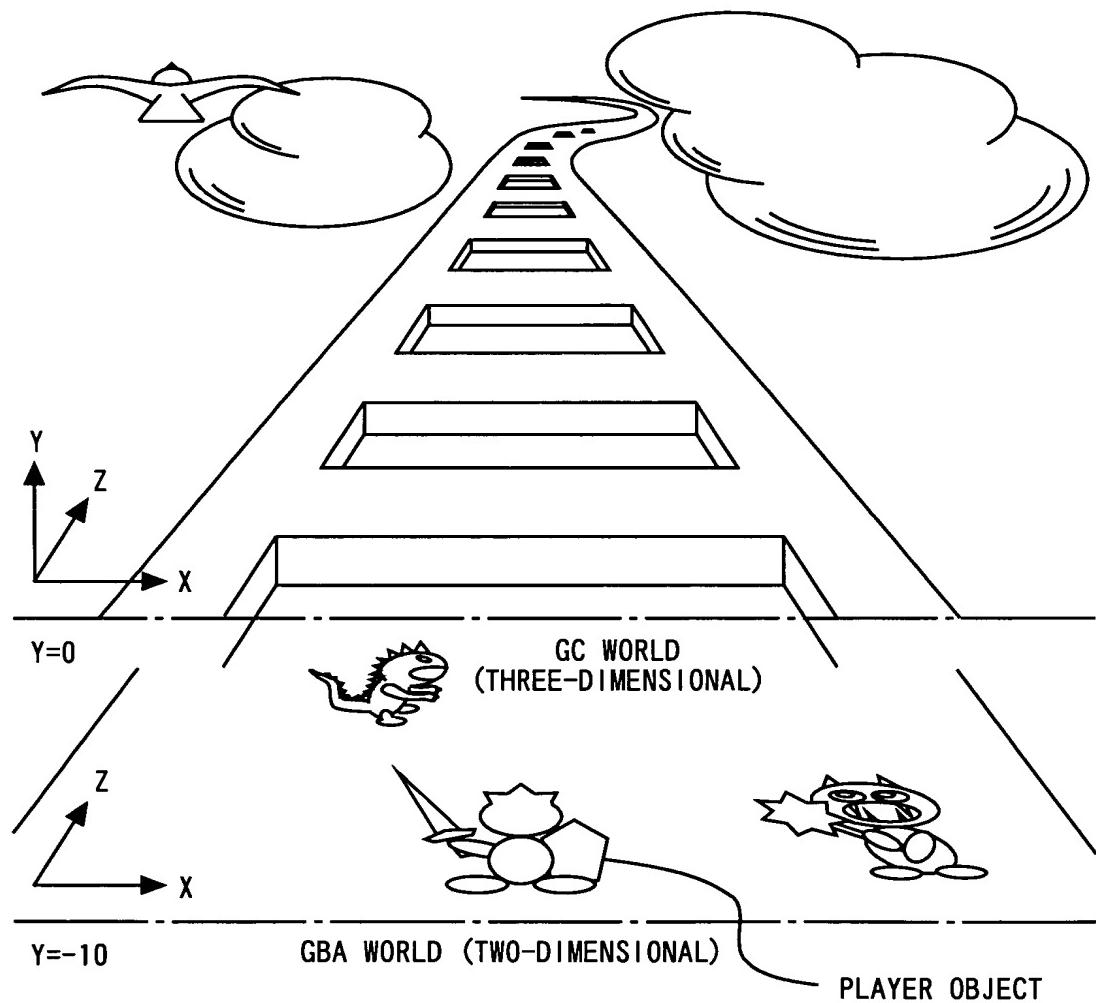
F I G. 8



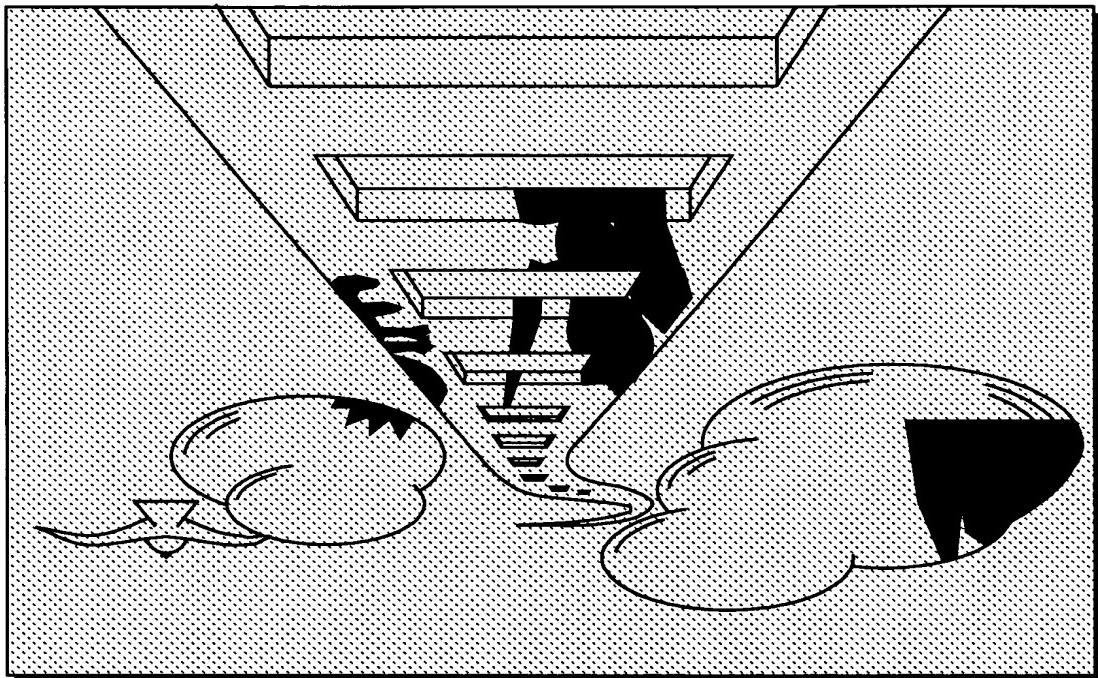
F I G. 9



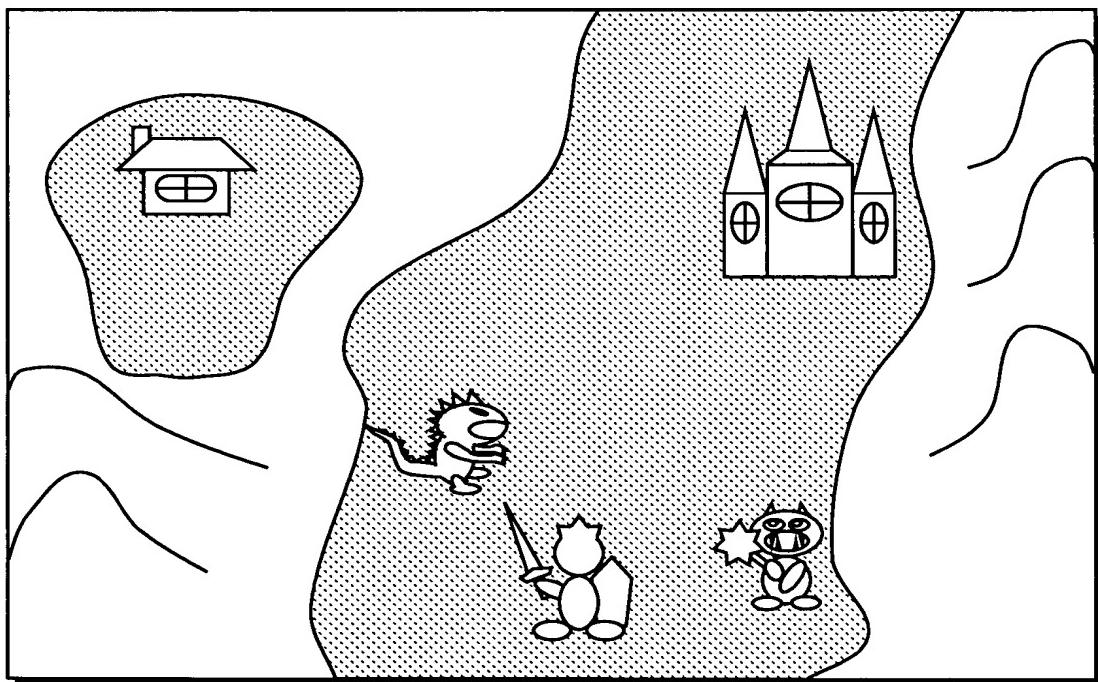
F I G. 10



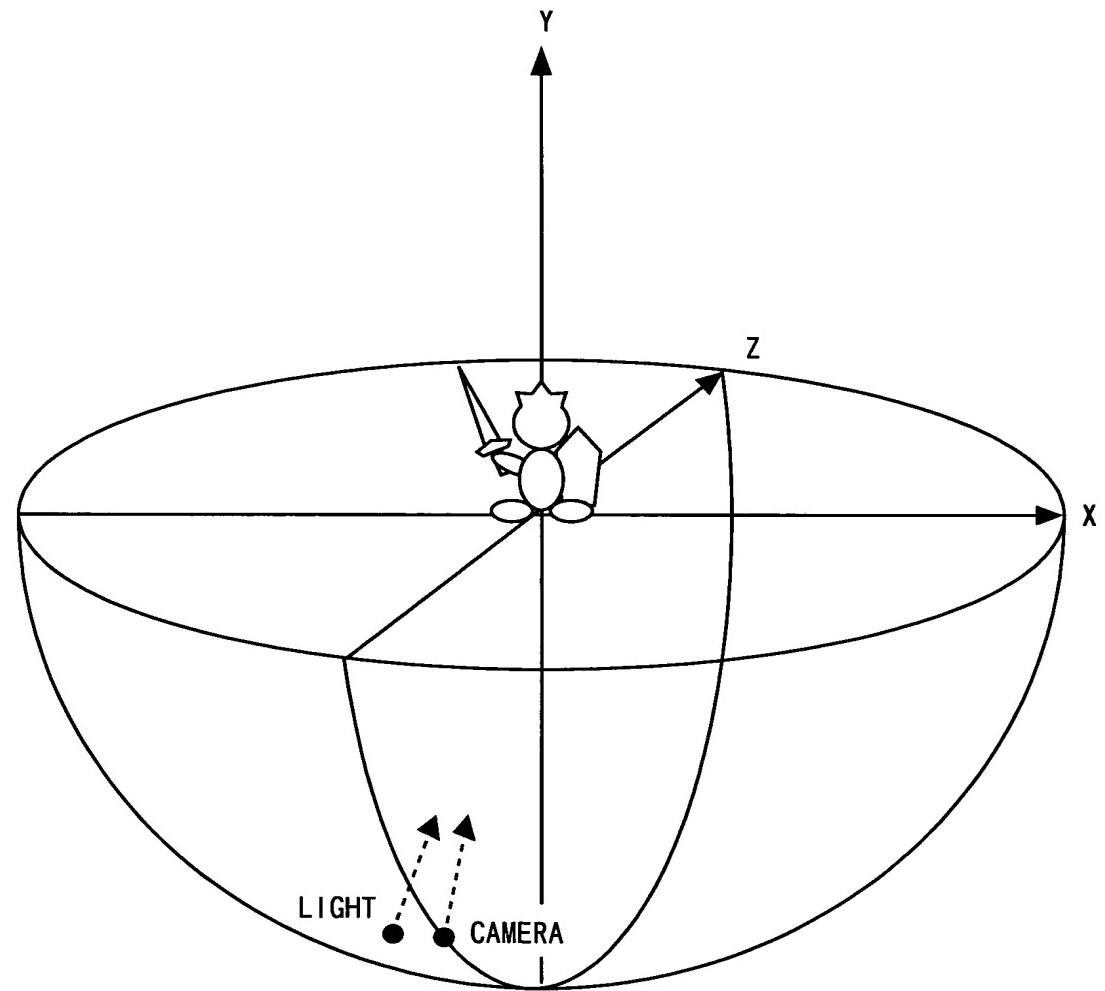
F I G. 11 A



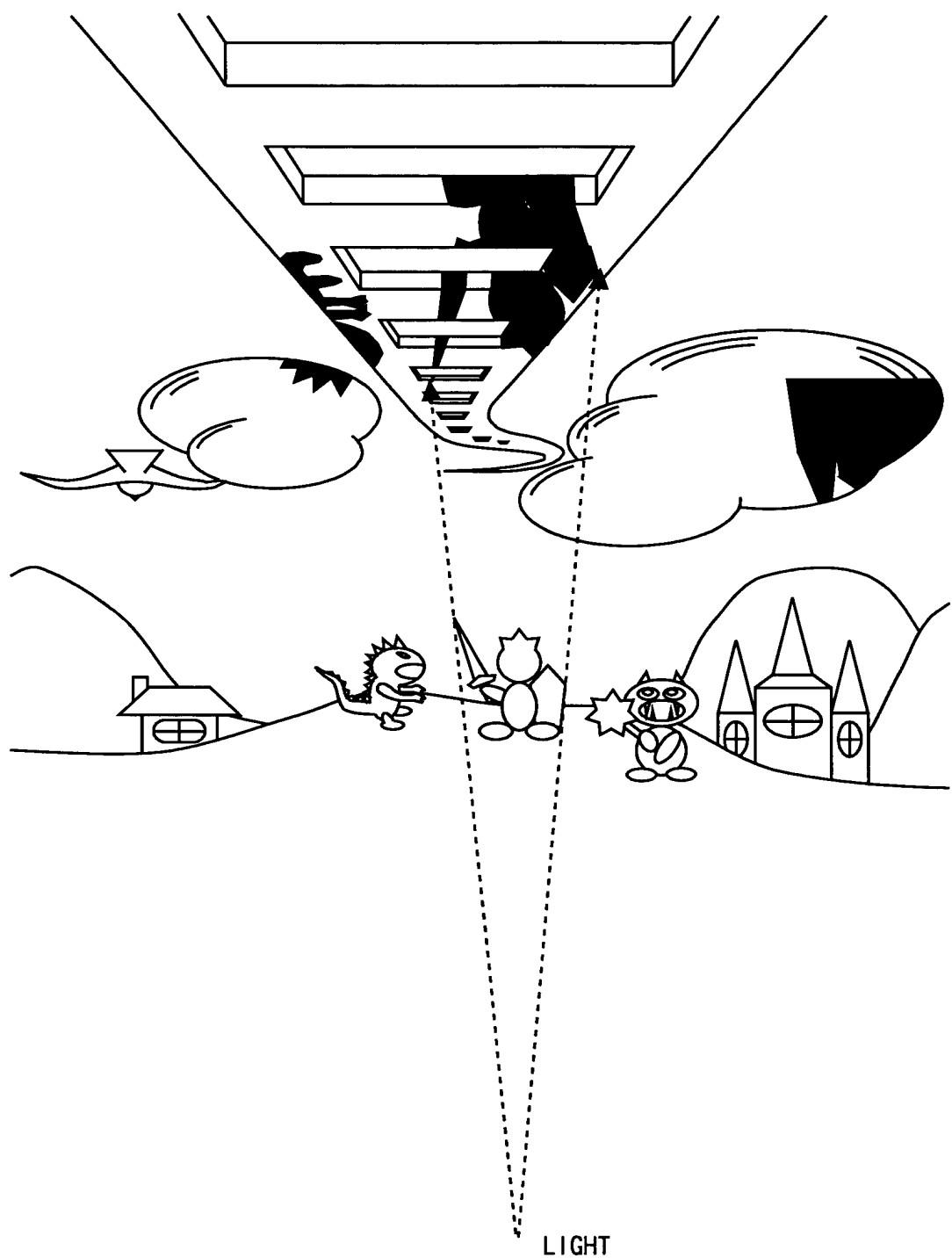
F I G. 11 B



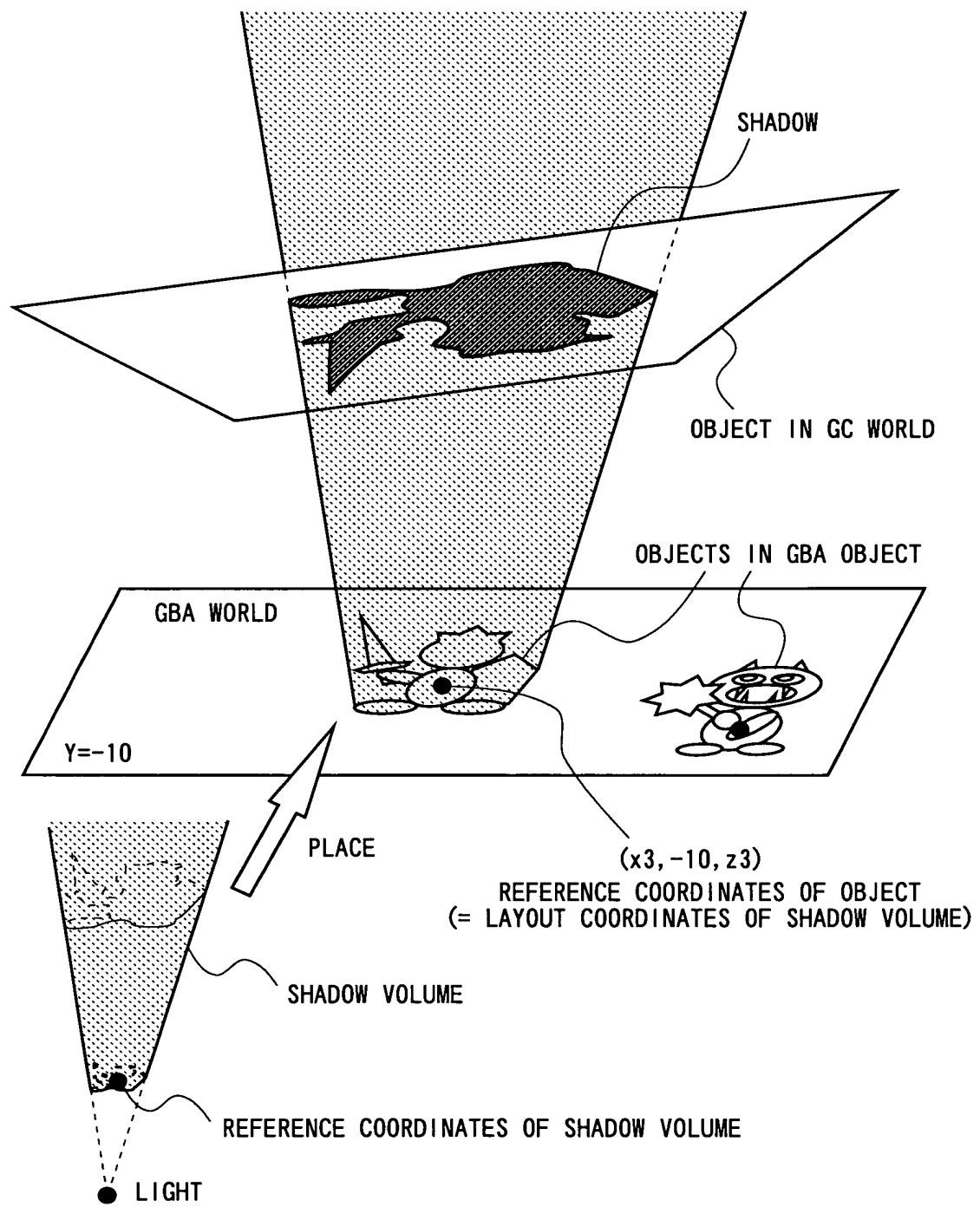
F I G. 12



F I G . 1 3



F I G. 1 4

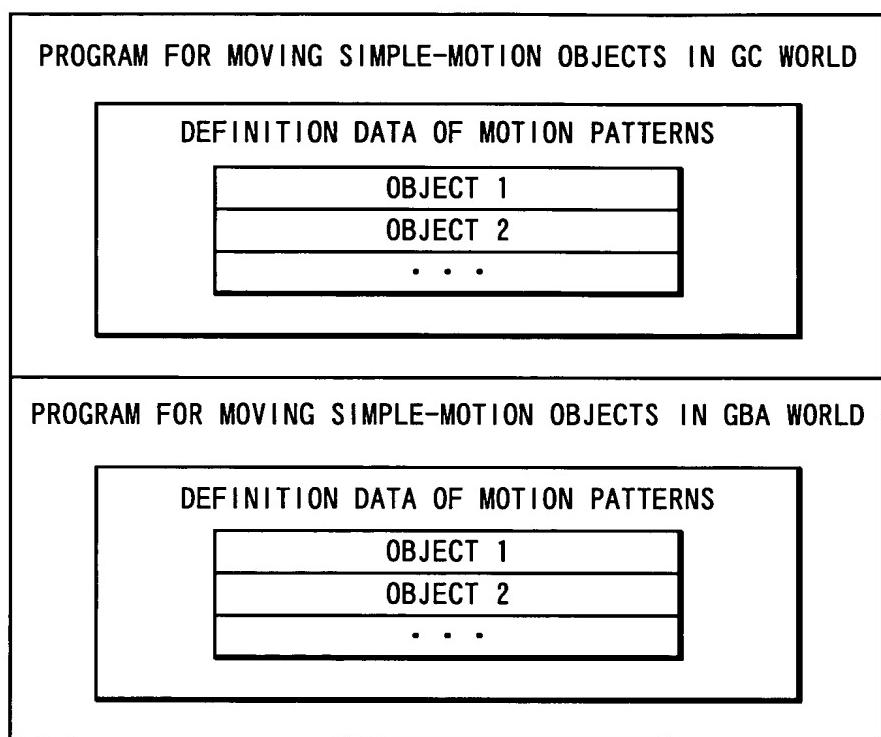


F I G . 1 5

MEMORY MAP OF DVD 30

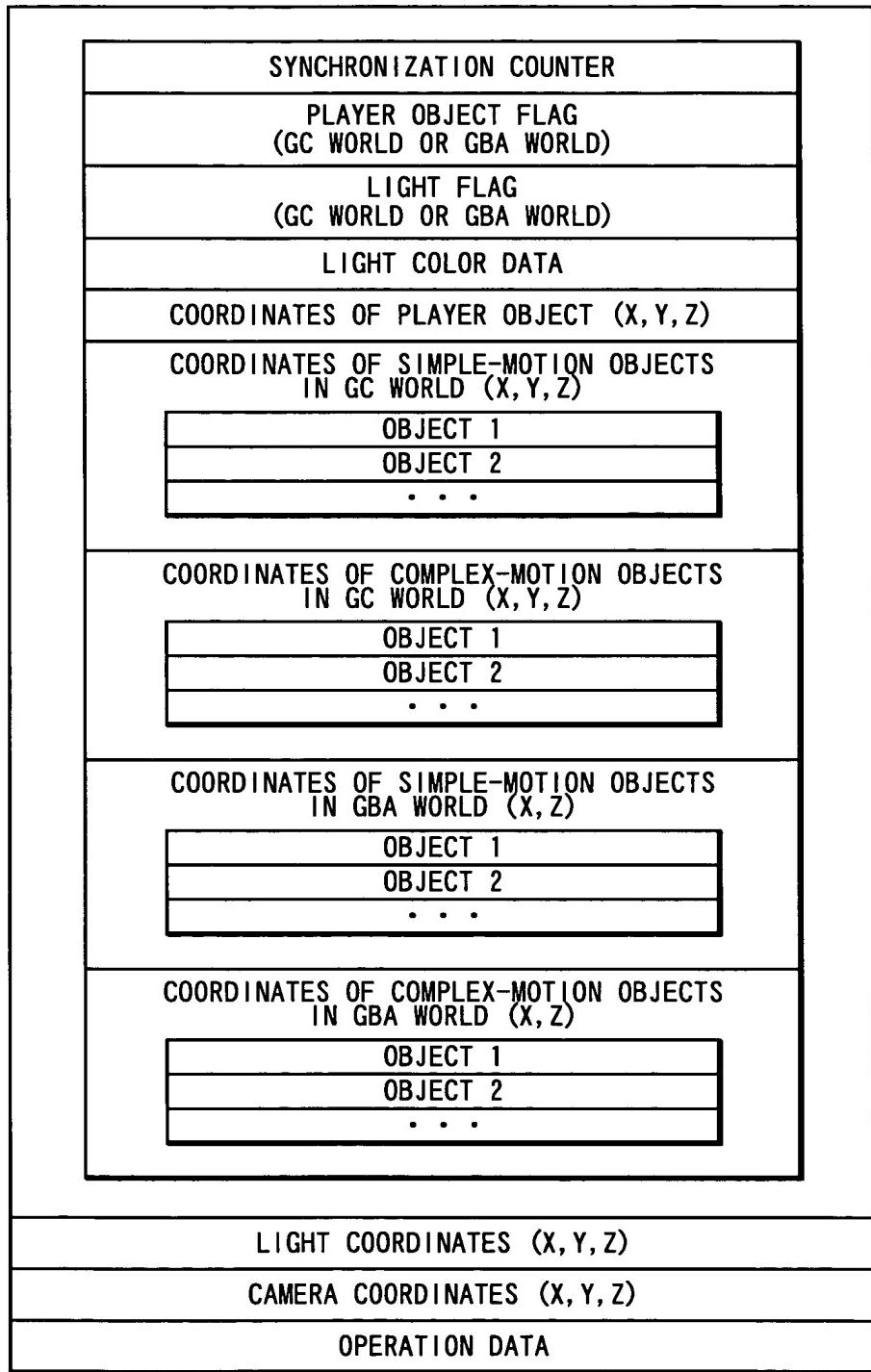
PROGRAM DATA
PROGRAM FOR MOVING PLAYER OBJECT
PROGRAM FOR MOVING SIMPLE-MOTION OBJECTS IN GC WORLD
PROGRAM FOR MOVING COMPLEX-MOTION OBJECTS IN GC WORLD
PROGRAM FOR MOVING SIMPLE-MOTION OBJECTS IN GBA WORLD
RENDERING PROGRAM FOR PLAYER OBJECT
RENDERING PROGRAM FOR SIMPLE-MOTION OBJECTS IN GC WORLD
RENDERING PROGRAM FOR COMPLEX-MOTION OBJECTS IN GC WORLD
RENDERING PROGRAM FOR FIXED OBJECTS IN GC WORLD
RENDERING PROGRAM FOR TERRAIN OBJECTS IN GC WORLD
SHADOW RENDERING PROGRAM FOR OBJECTS IN GC WORLD
SHADOW RENDERING PROGRAM FOR SIMPLE-MOTION OBJECTS IN GBA WORLD
SHADOW RENDERING PROGRAM FOR COMPLEX-MOTION OBJECTS IN GBA WORLD
SHADOW RENDERING PROGRAM FOR FIXED OBJECTS IN GBA WORLD
OTHER GAME PROGRAMS
LAYOUT DATA OF TERRAIN OBJECTS IN GC WORLD
LAYOUT DATA OF FIXED OBJECTS
COORDINATES OF FIXED OBJECTS IN GC WORLD (X, Y, Z)
OBJECT 1
OBJECT 2
...
COORDINATES OF FIXED OBJECTS IN GBA WORLD (X, Z)
OBJECT 1
OBJECT 2
...
POLYGON/TEXTURE DATA
PLAYER OBJECT
SIMPLE-MOTION OBJECTS IN GC WORLD
COMPLEX-MOTION OBJECTS IN GC WORLD
FIXED OBJECTS IN GC WORLD
TERRAIN OBJECTS IN GC WORLD
SHADOW VOLUME DATA
SHADOW OF PLAYER OBJECT
SHADOWS OF SIMPLE-MOTION OBJECTS IN GBA WORLD
SHADOWS OF COMPLEX-MOTION OBJECTS IN GBA WORLD
SHADOWS OF FIXED OBJECTS IN GBA WORLD
OTHER DATA (SOUND DATA, ETC.)

F I G. 1 6



F I G. 1 7

MEMORY MAP OF MAIN MEMORY 207

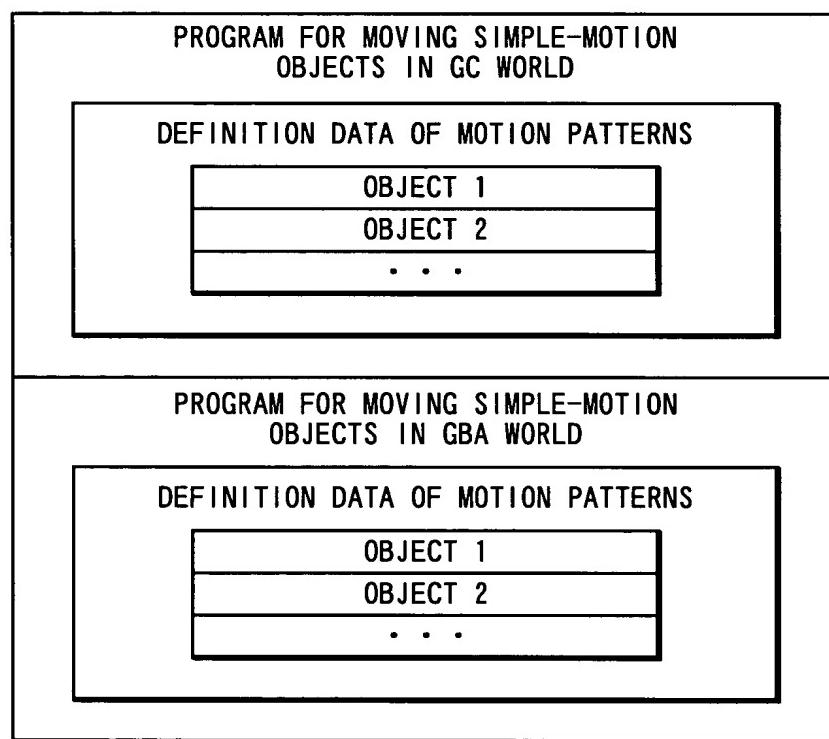


F I G. 1 8

MEMORY MAP OF ROM 601

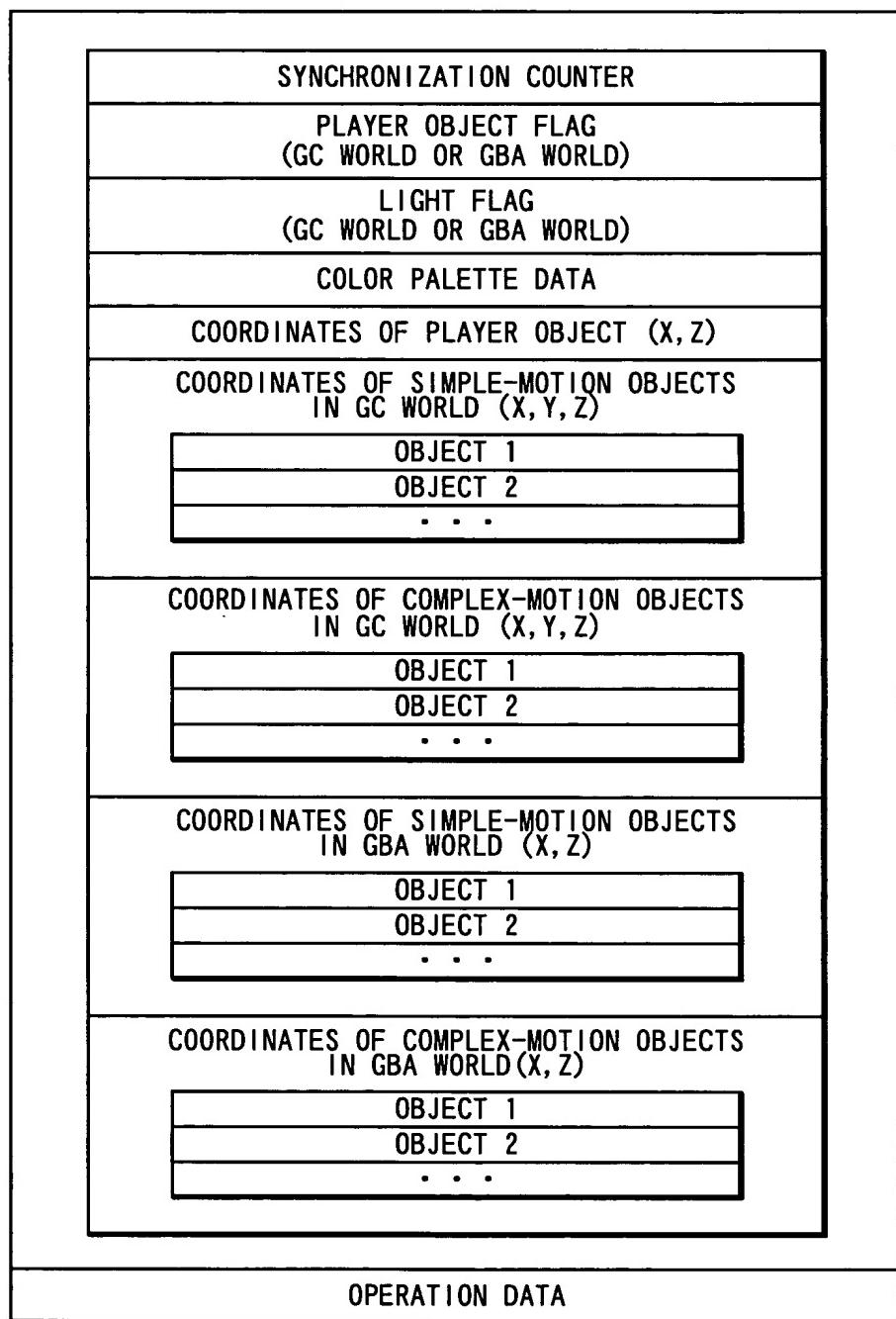
PROGRAM DATA
PROGRAM FOR MOVING SIMPLE-MOTION OBJECTS IN GC WORLD
PROGRAM FOR MOVING SIMPLE-MOTION OBJECTS IN GBA WORLD
PROGRAM FOR MOVING COMPLEX-MOTION OBJECTS IN GBA WORLD
RENDERING PROGRAM FOR PLAYER OBJECT
RENDERING PROGRAM FOR SIMPLE-MOTION OBJECTS IN GBA WORLD
RENDERING PROGRAM FOR COMPLEX-MOTION OBJECTS IN GBA WORLD
RENDERING PROGRAM FOR FIXED OBJECTS IN GBA WORLD
RENDERING PROGRAM FOR OBJECTS IN GBA WORLD
SHADOW RENDERING PROGRAM FOR SIMPLE-MOTION OBJECTS IN GC WORLD
SHADOW RENDERING PROGRAM FOR COMPLEX-MOTION OBJECTS IN GC WORLD
SHADOW RENDERING PROGRAM FOR FIXED OBJECTS IN GC WORLD
OTHER GAME PROGRAMS
LAYOUT DATA OF TERRAIN OBJECTS IN GBA WORLD
LAYOUT DATA OF FIXED OBJECTS
COORDINATES OF FIXED OBJECTS IN GC WORLD (X, Y, Z)
OBJECT 1
OBJECT 2
...
COORDINATES OF FIXED OBJECTS IN GBA WORLD (X, Z)
OBJECT 1
OBJECT 2
...
OBJECT IMAGE DATA
PLAYER OBJECT
SIMPLE-MOTION OBJECTS IN GBA WORLD
COMPLEX-MOTION OBJECTS IN GBA WORLD
FIXED OBJECTS IN GBA WORLD
TERRAIN OBJECTS IN GC WORLD
SHADOW IMAGE DATA
SHADOW OF PLAYER OBJECT
SHADOWS OF SIMPLE-MOTION OBJECTS IN GC WORLD
SHADOWS OF COMPLEX-MOTION OBJECTS IN GC WORLD
SHADOWS OF FIXED OBJECTS IN GC WORLD
OTHER DATA (SOUND DATA, ETC.)

F I G. 19

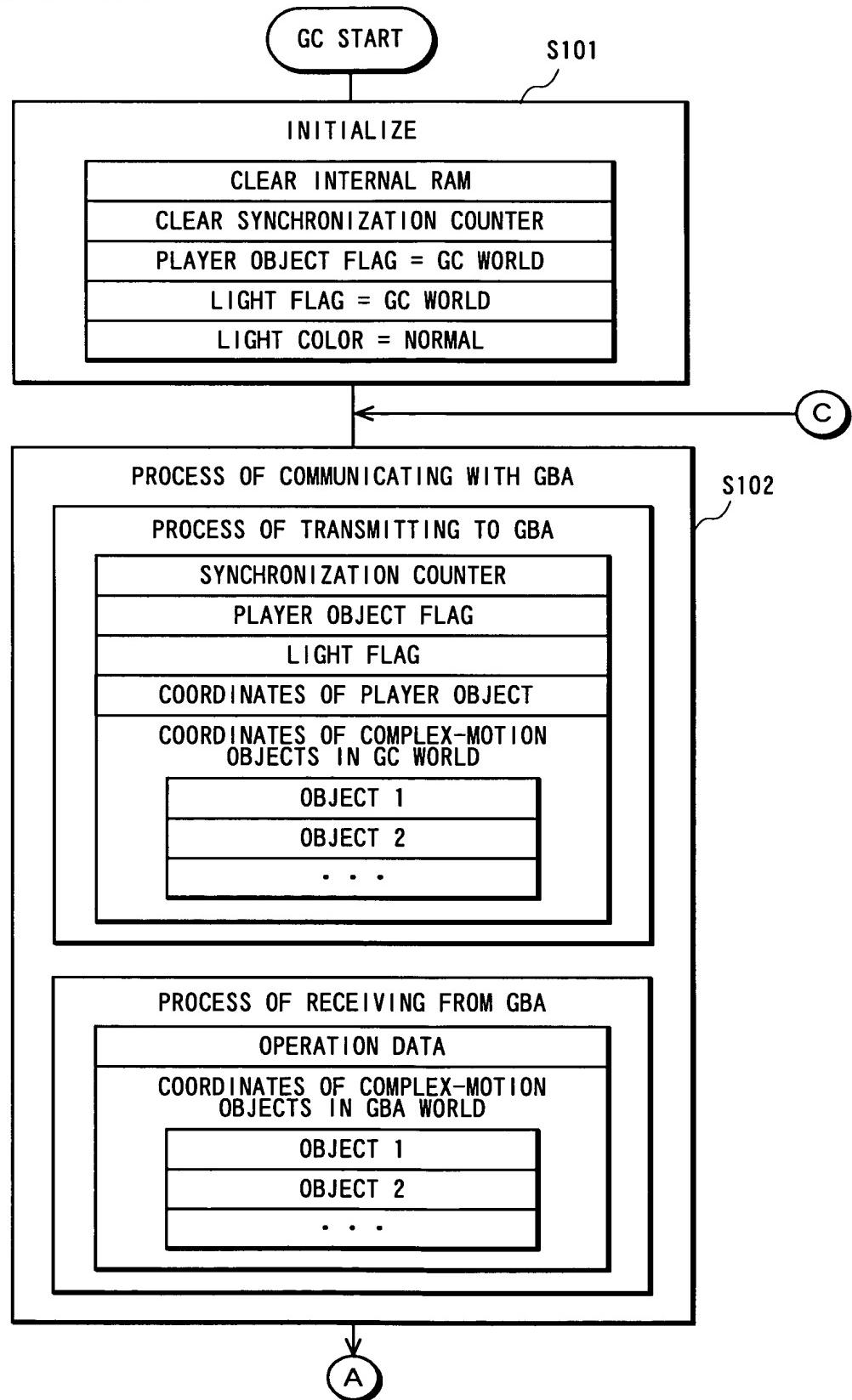


F I G. 2 0

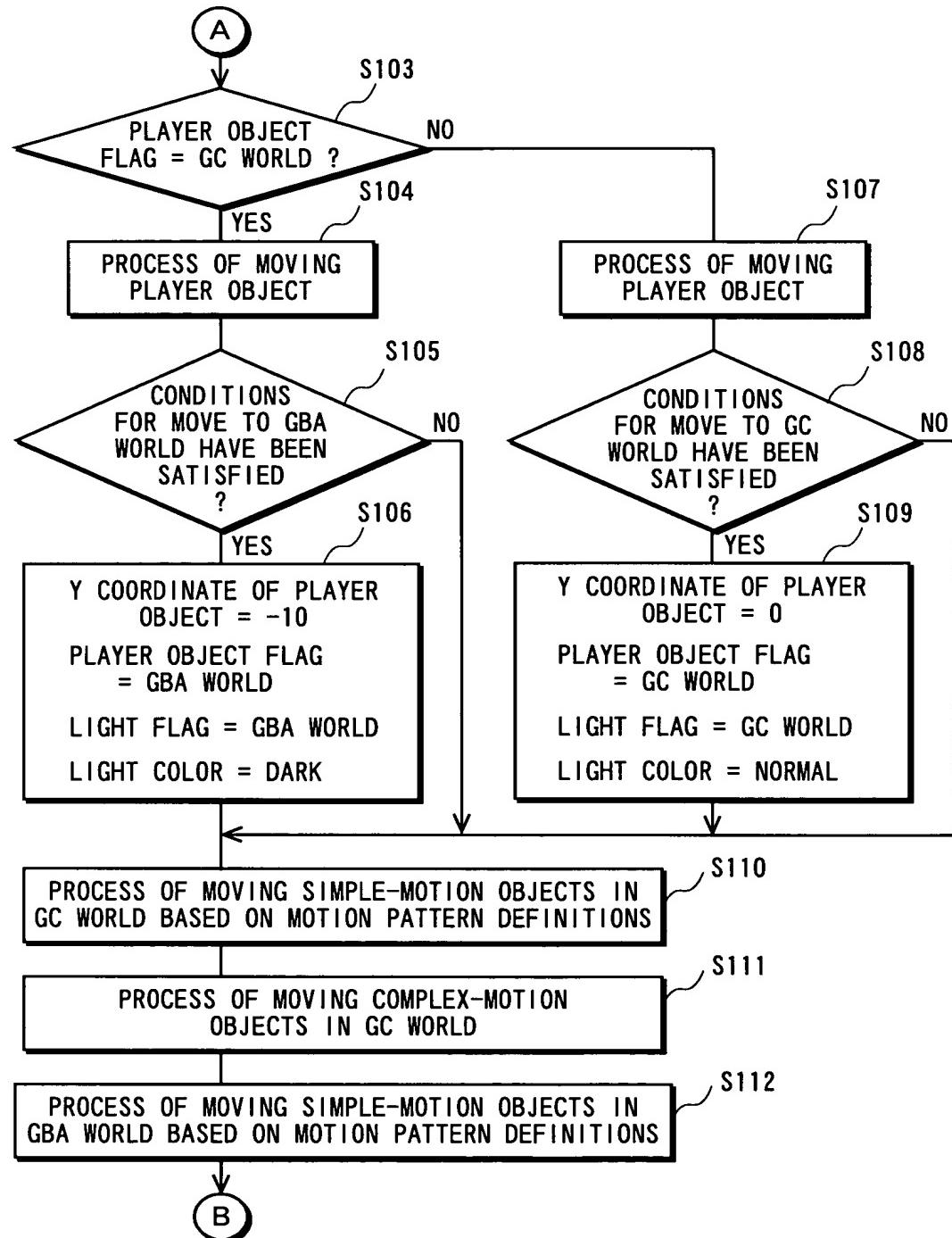
MEMORY MAP OF RAM 508



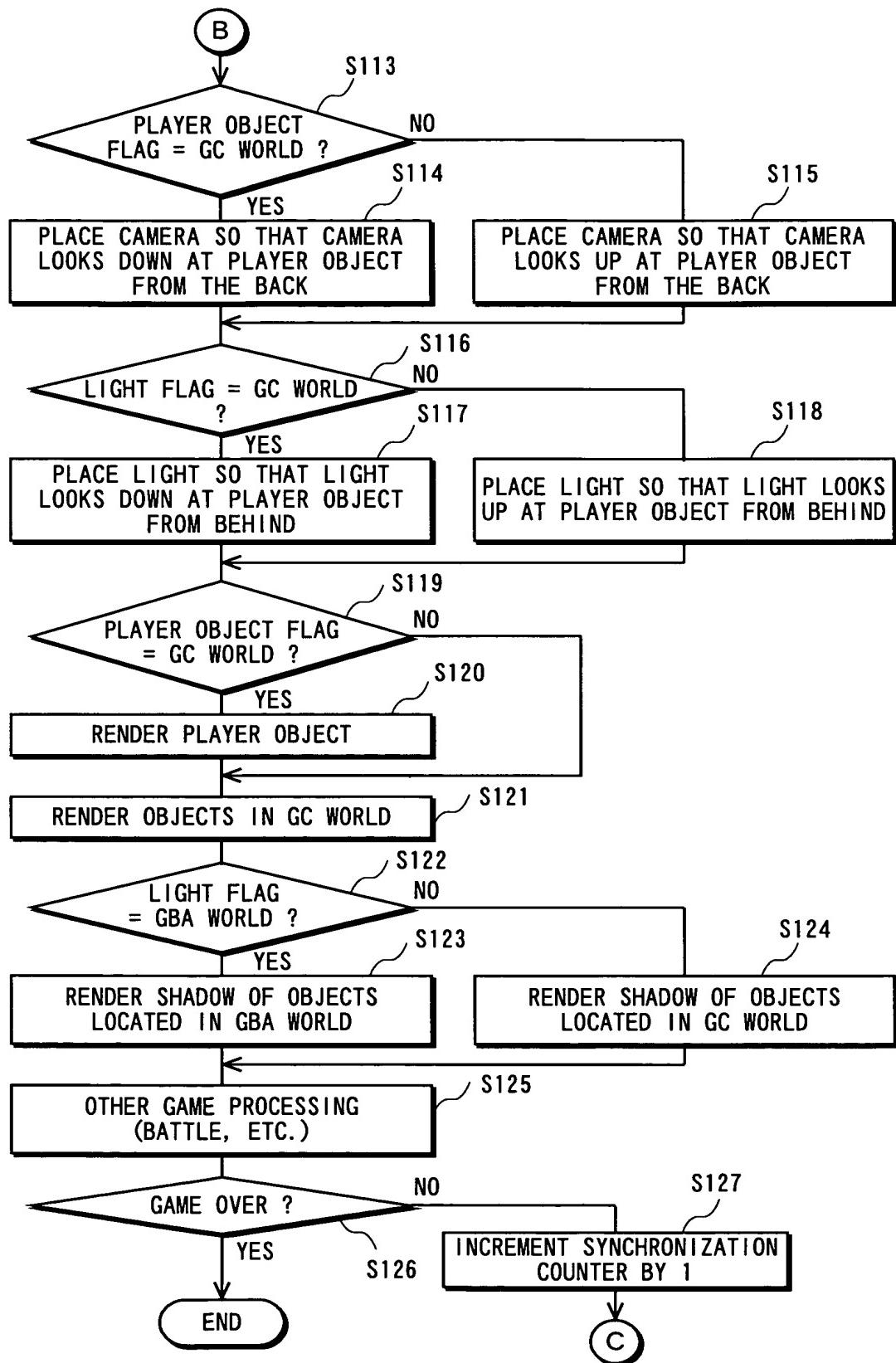
F I G. 2 1



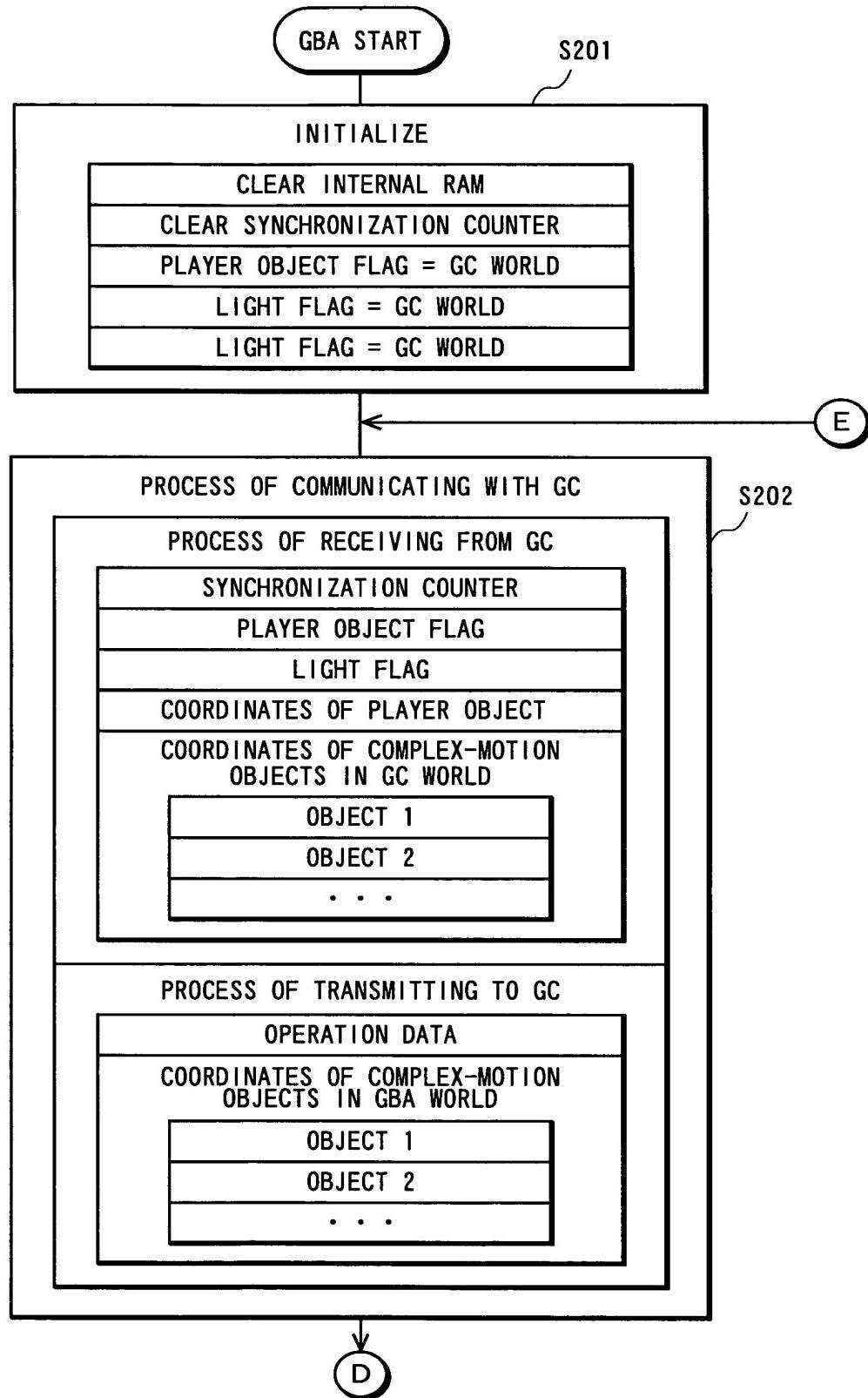
F I G. 2 2



F I G. 2 3



F I G. 2 4



F I G. 25

